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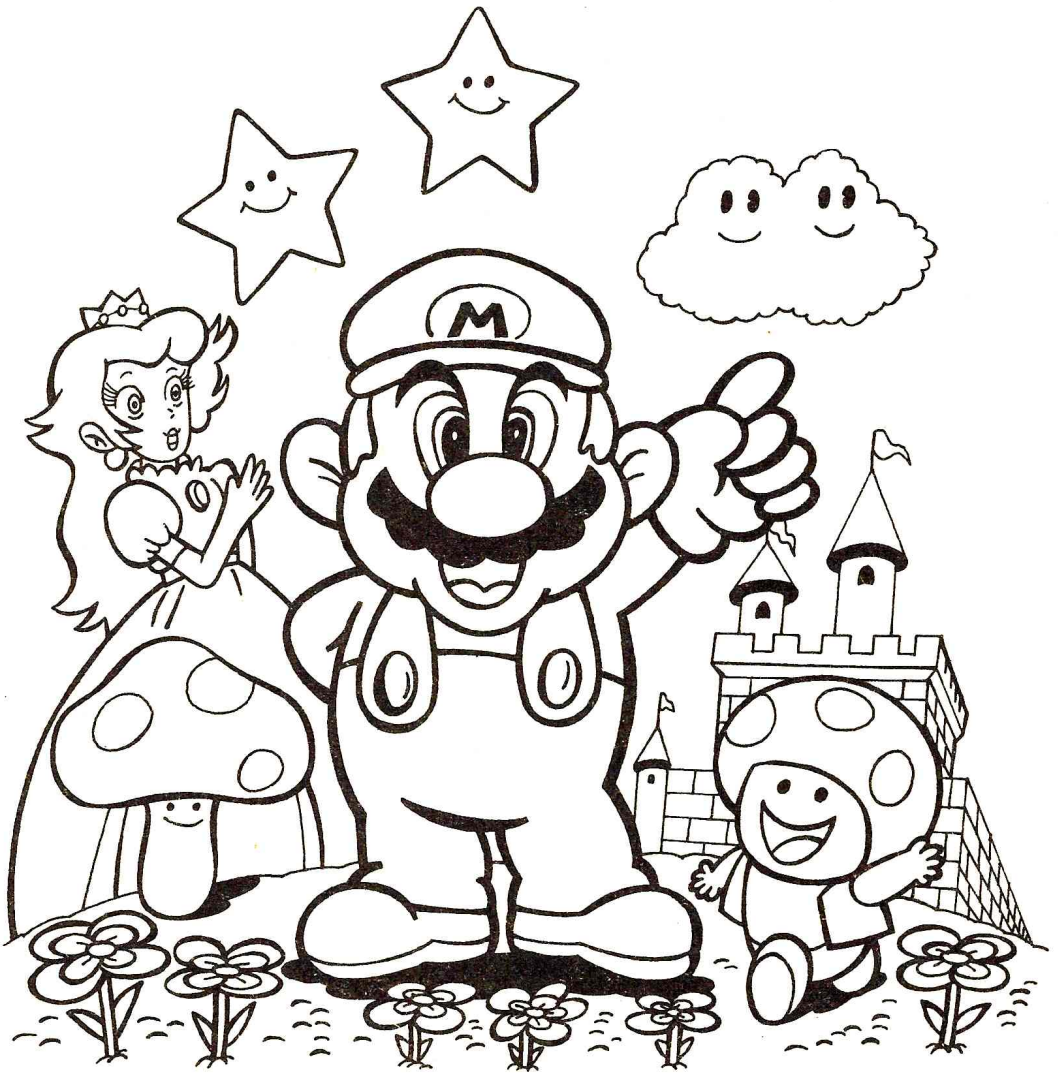

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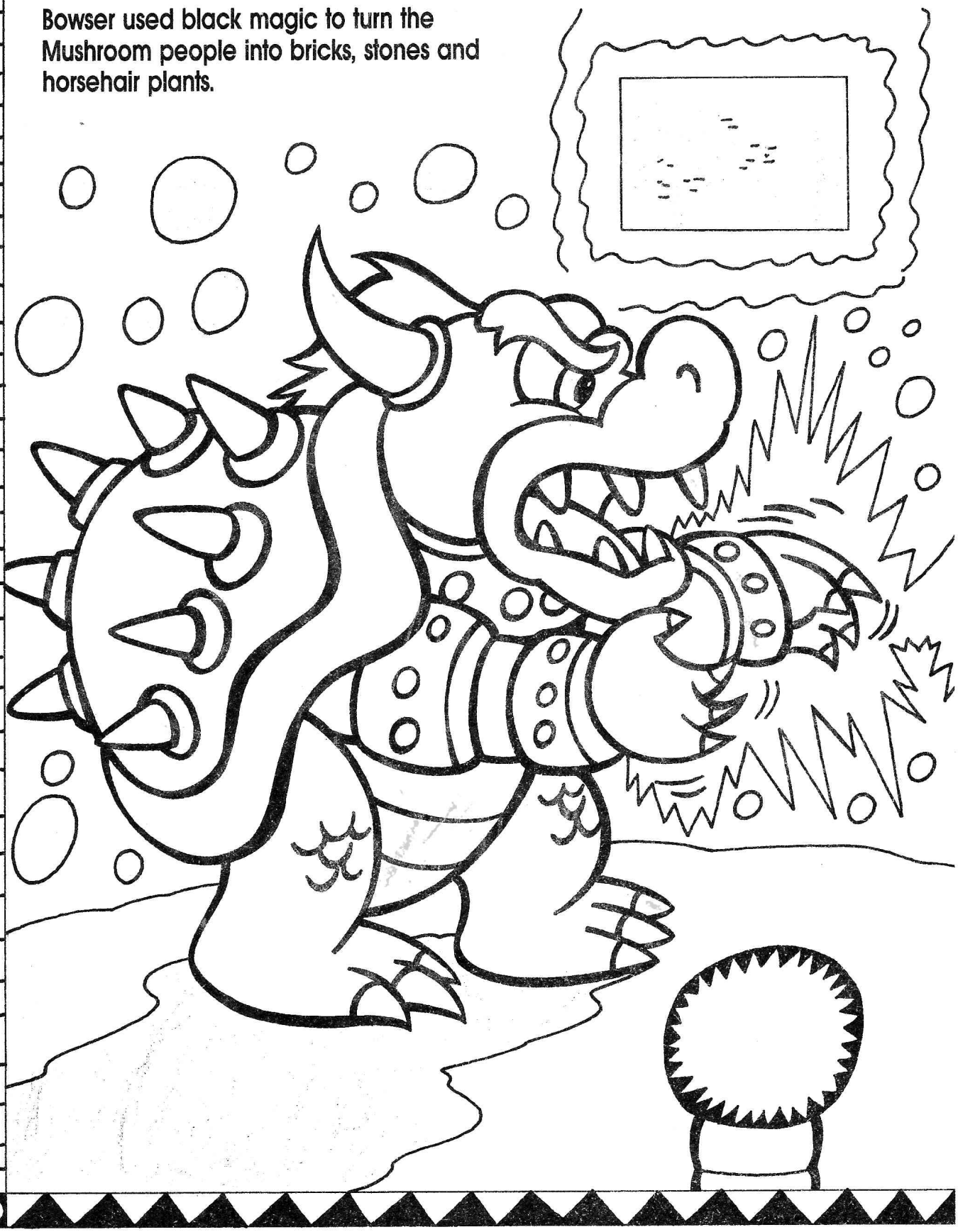
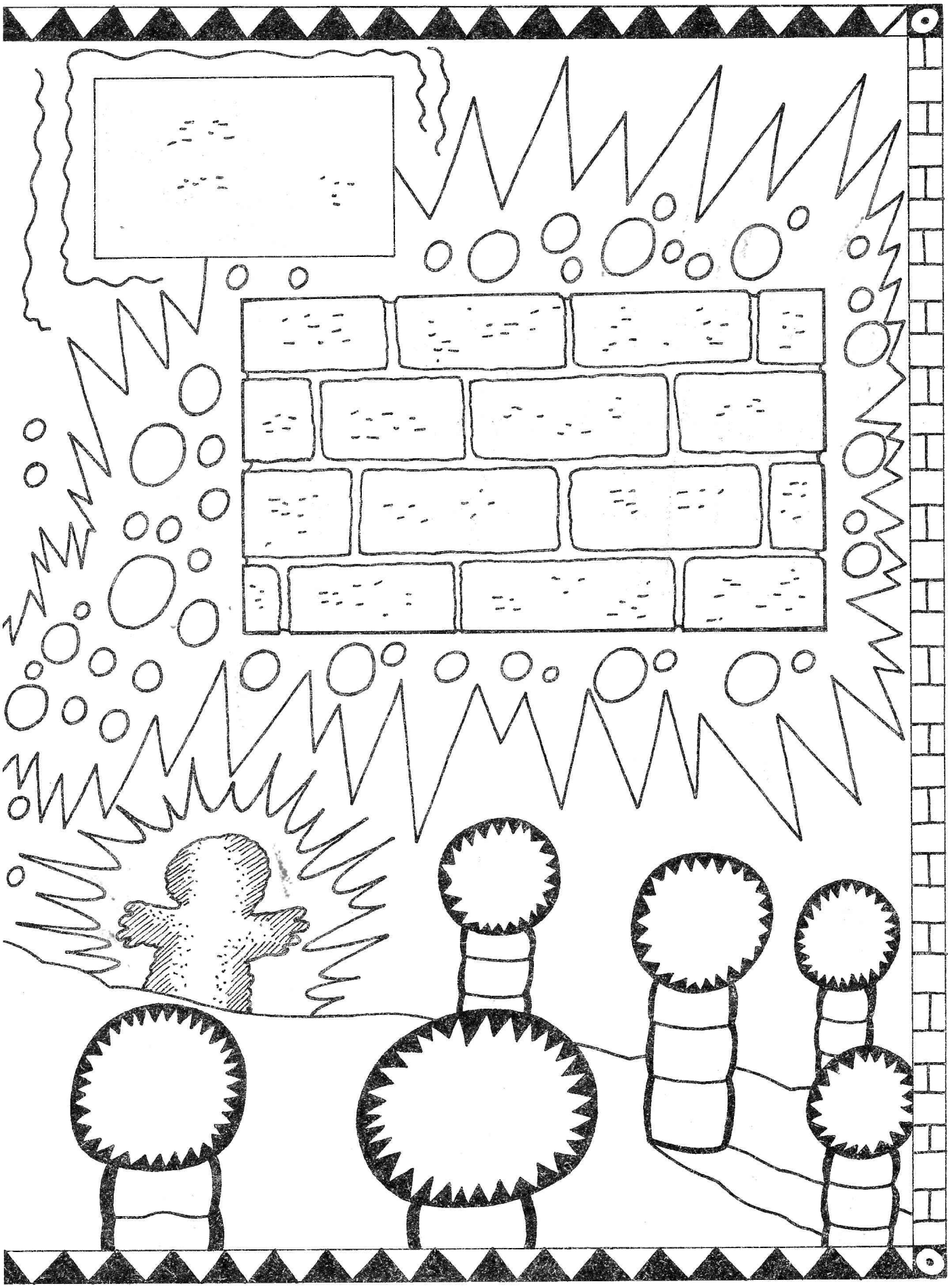
The Mushroom King and his daughter, Princess Toadstool, lived happily in the Mushroom Kingdom.

It was a magical place where everyone lived in peace.

A tribe of evil turtles, led by Bowser, their king, invaded the land.
The Mushroom people fought bravely, but the vicious turtles defeated them.

Bowser used black magic to turn the Mushroom people into bricks, stones and horsehair plants.





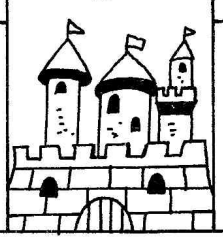
Bowser put Princess Toadstool in the dungeon of a faraway castle. She was the only one with the power to free her people.

A brave and determined man named Mario decided to save the princess and set the kingdom free, and here the adventure begins.

• A MYSTERY MAZE •

POWER BOOSTER MUSHROOM	FIREFLOWER	STARMAN	COINS
MOVE 1 SPACE DOWN	MOVE 1 SPACE UP	MOVE 1 SPACE RIGHT	MOVE 1 SPACE LEFT

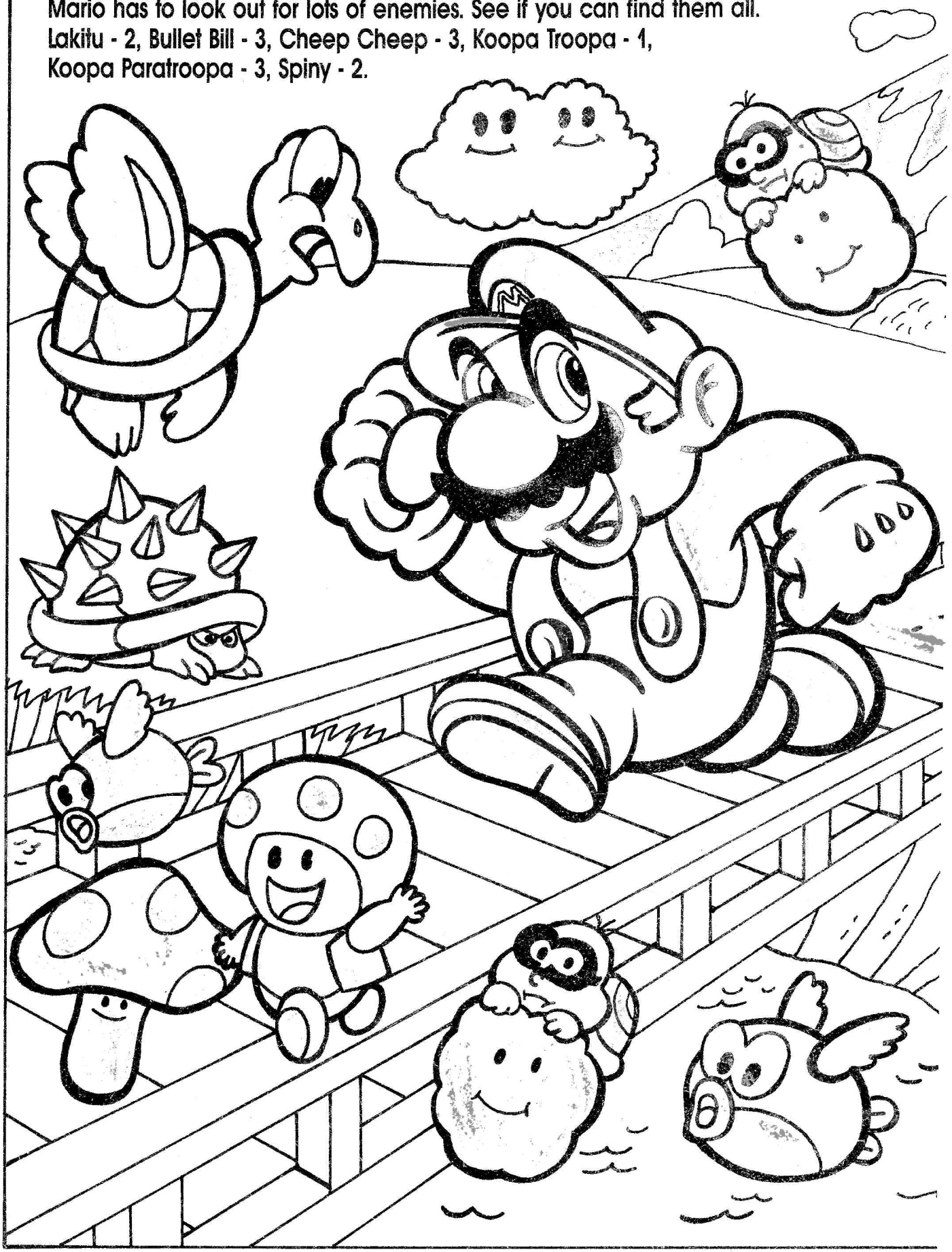
PATH 1	PATH 2	PATH 3	PATH 4	PATH 5	PATH 6

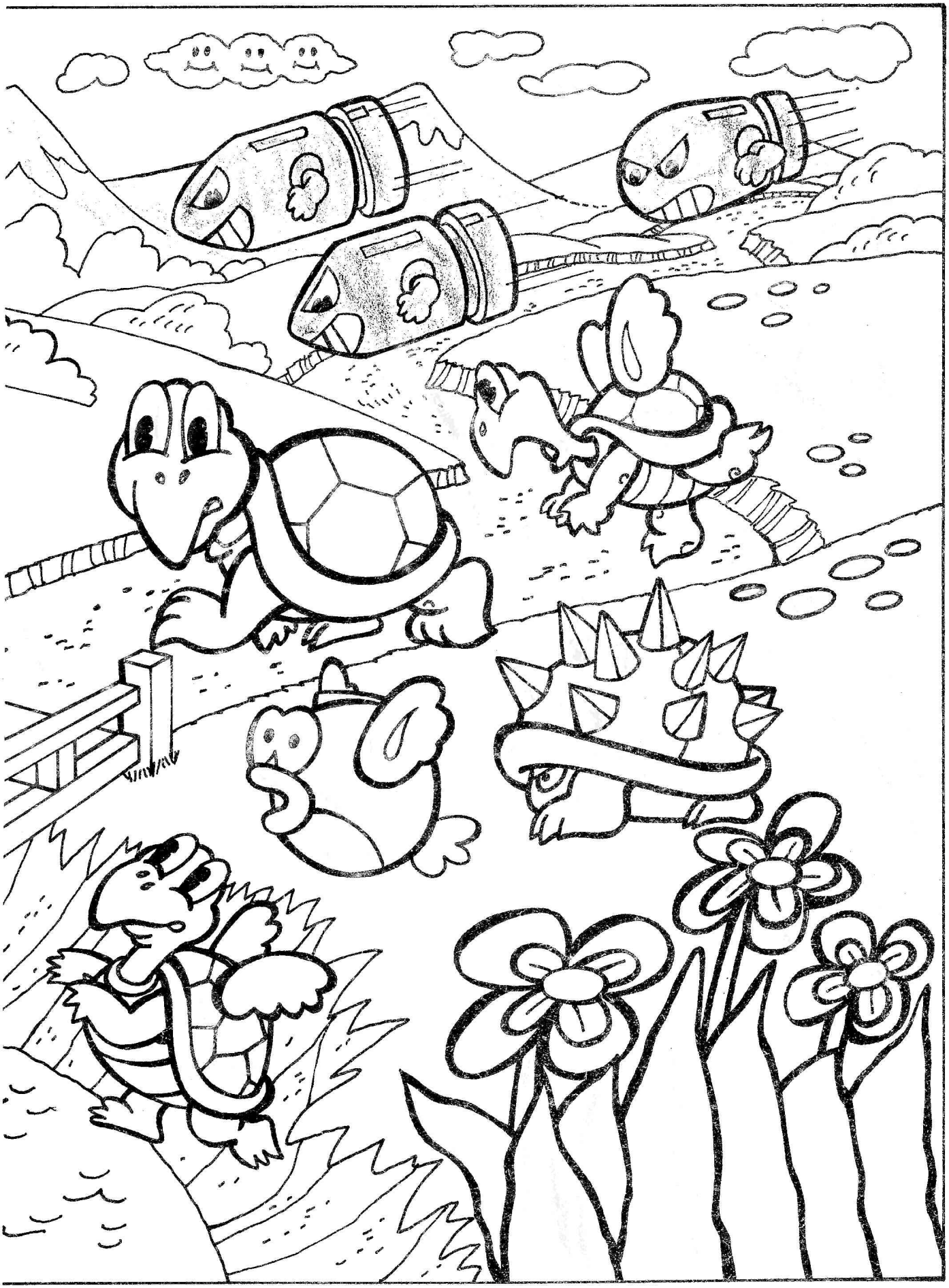


Use the symbols to help Mario choose the right path to the faraway castle.

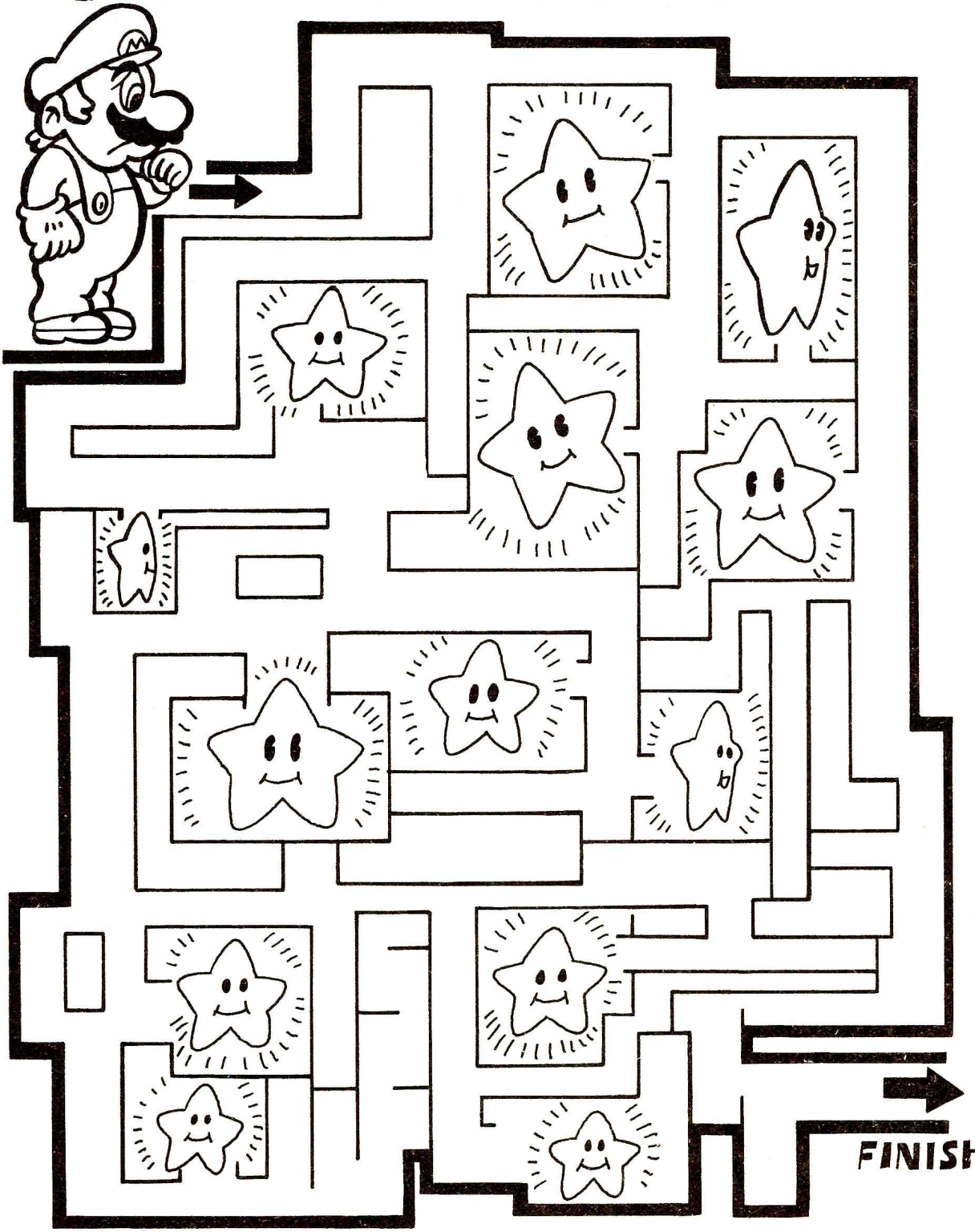
ANSWER: PATH 4.

Mario has to look out for lots of enemies. See if you can find them all.
Lakitu - 2, Bullet Bill - 3, Cheep Cheep - 3, Koopa Troopa - 1,
Koopa Paratroopa - 3, Spiny - 2.





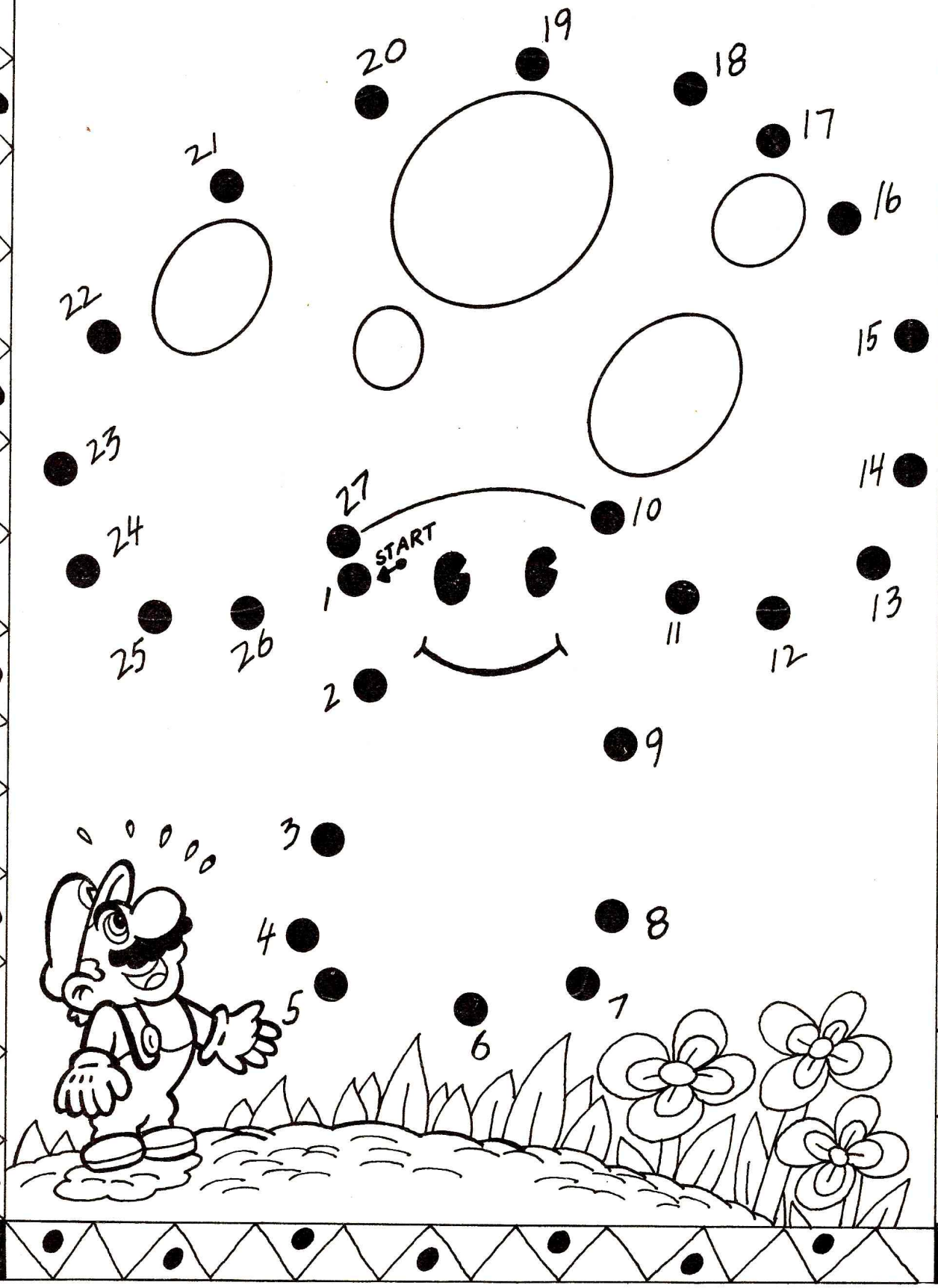
STARMAN MAZE



WHO'S LIVING INSIDE THE PIPE?

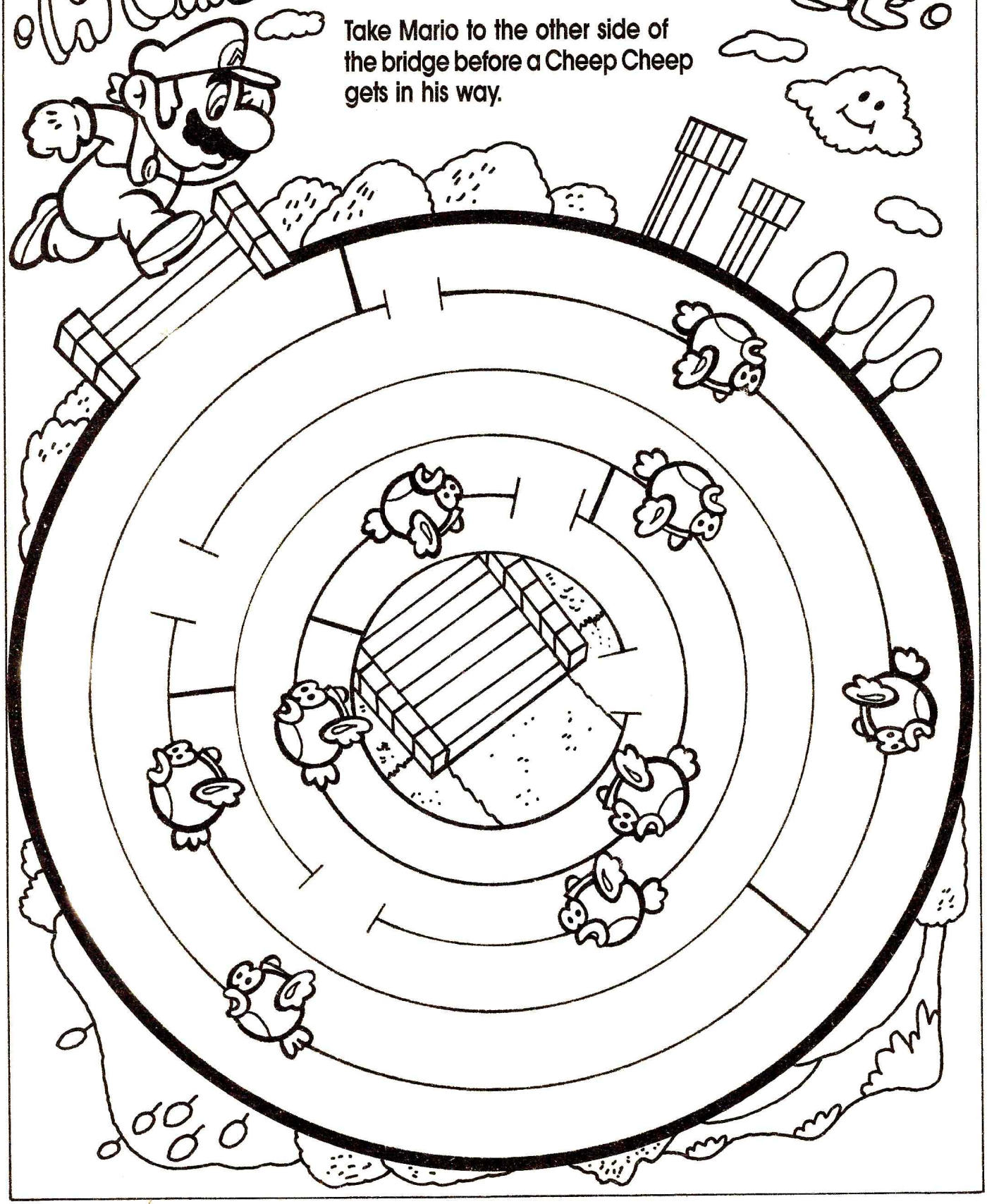
Connect the dots to see who can harm Mario if he falls inside one of the pipes.

Connect the dots to see what can give Mario a boost to make him taller.



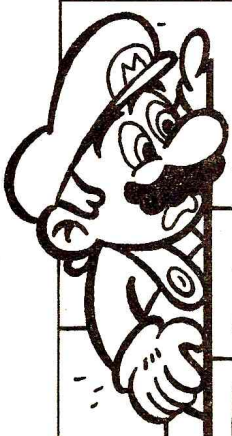
A CHEEP CHEEP MAZE

Take Mario to the other side of the bridge before a Cheep Cheep gets in his way.

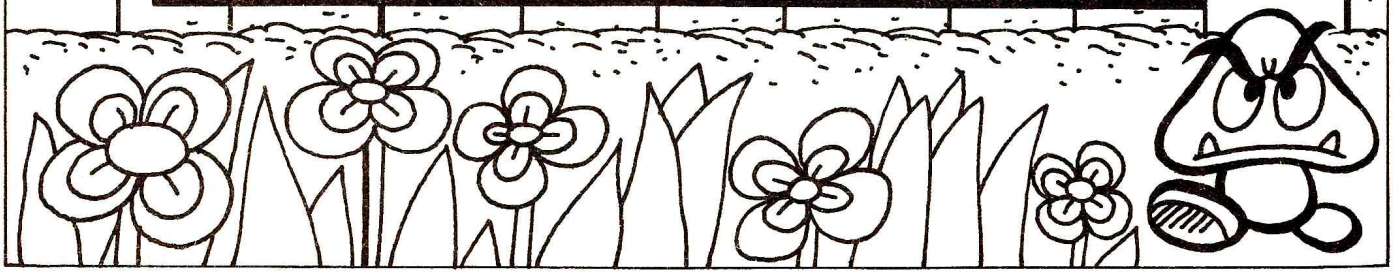


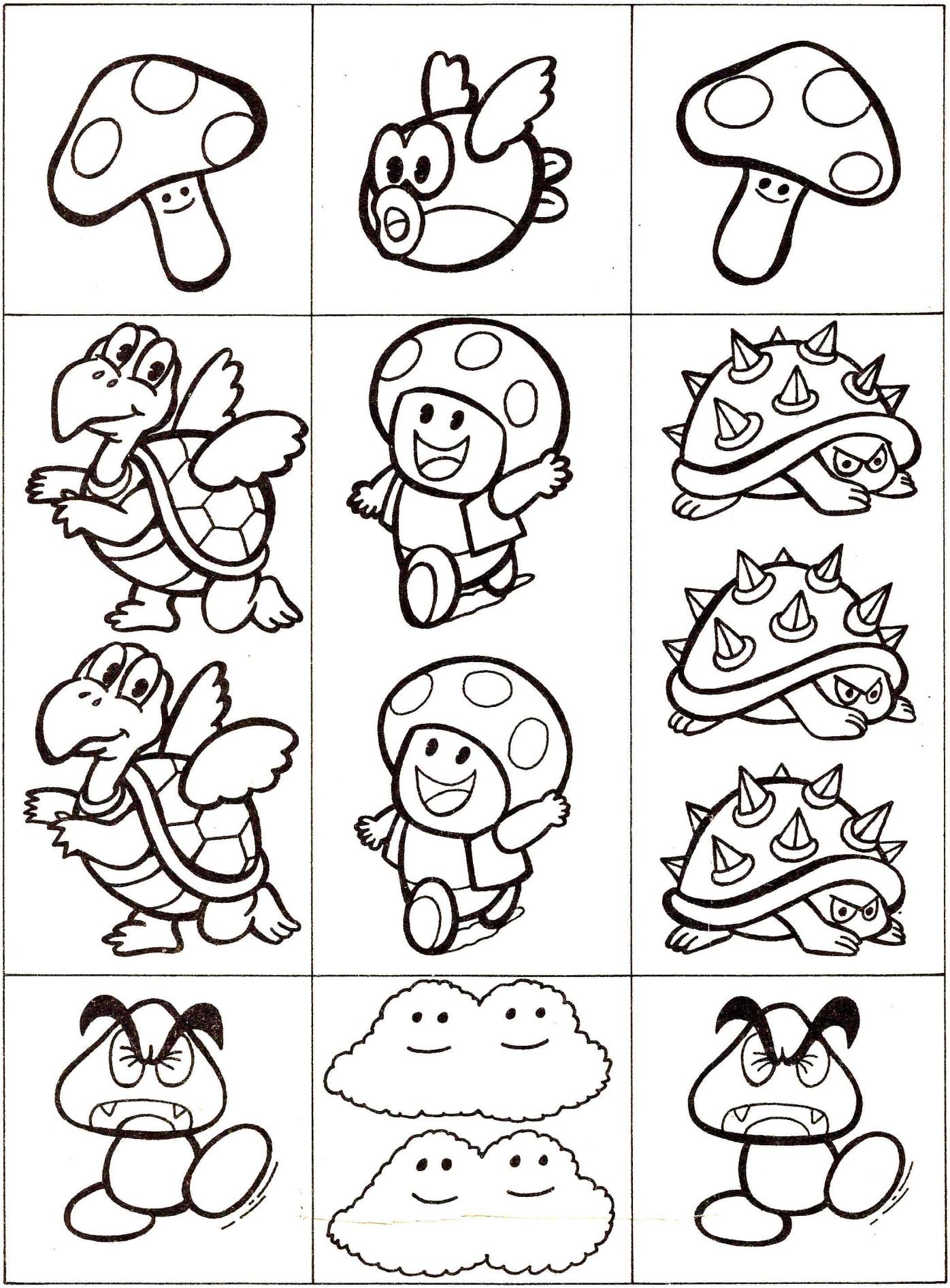
Mario needs 100 points to stomp Little Goomba. Help him find the path that leads to 100 counting by 5's. Begin with 5. Move to the square next to it that has 5 more. Keep adding 5 and move from square to square along the secret path.

START

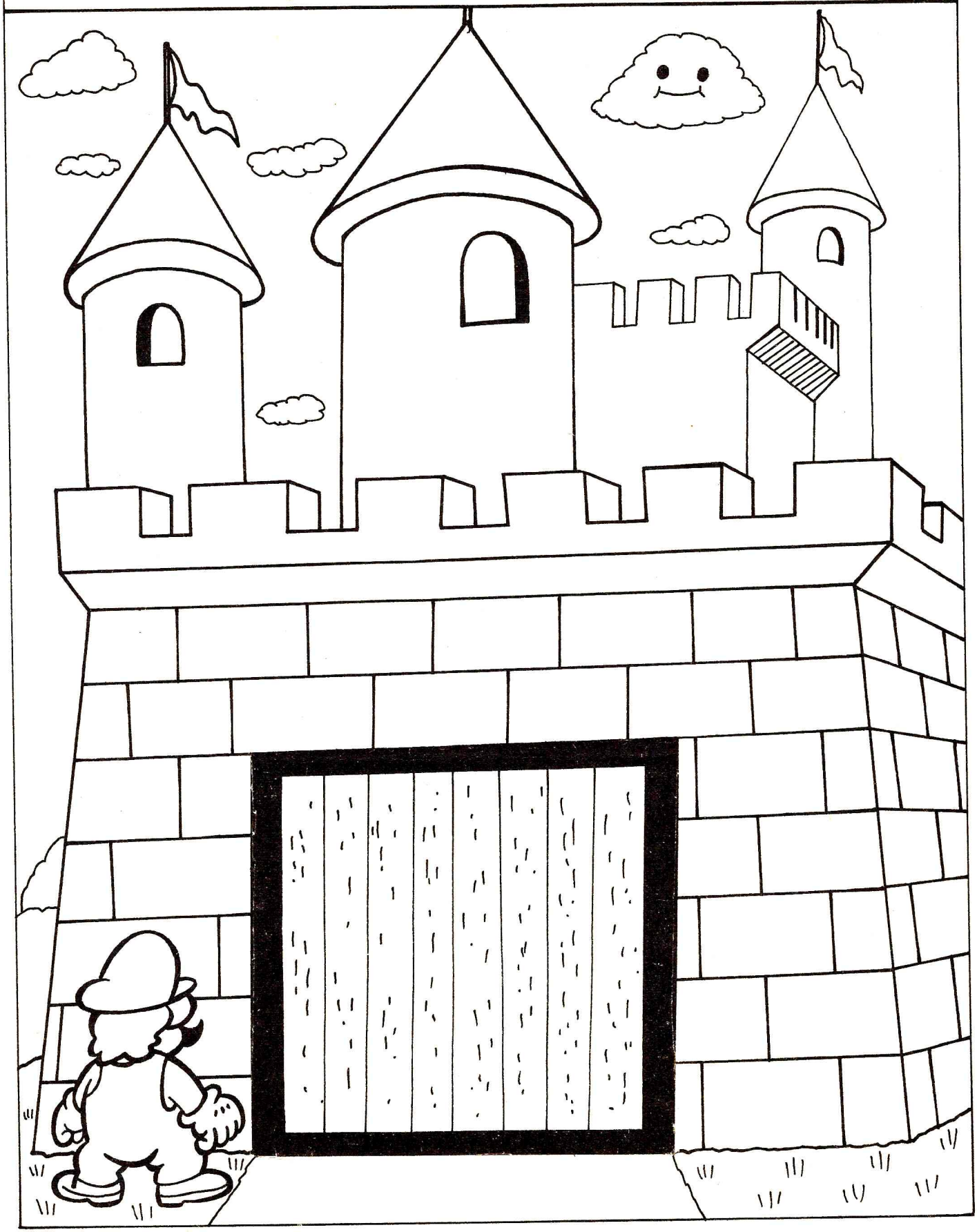


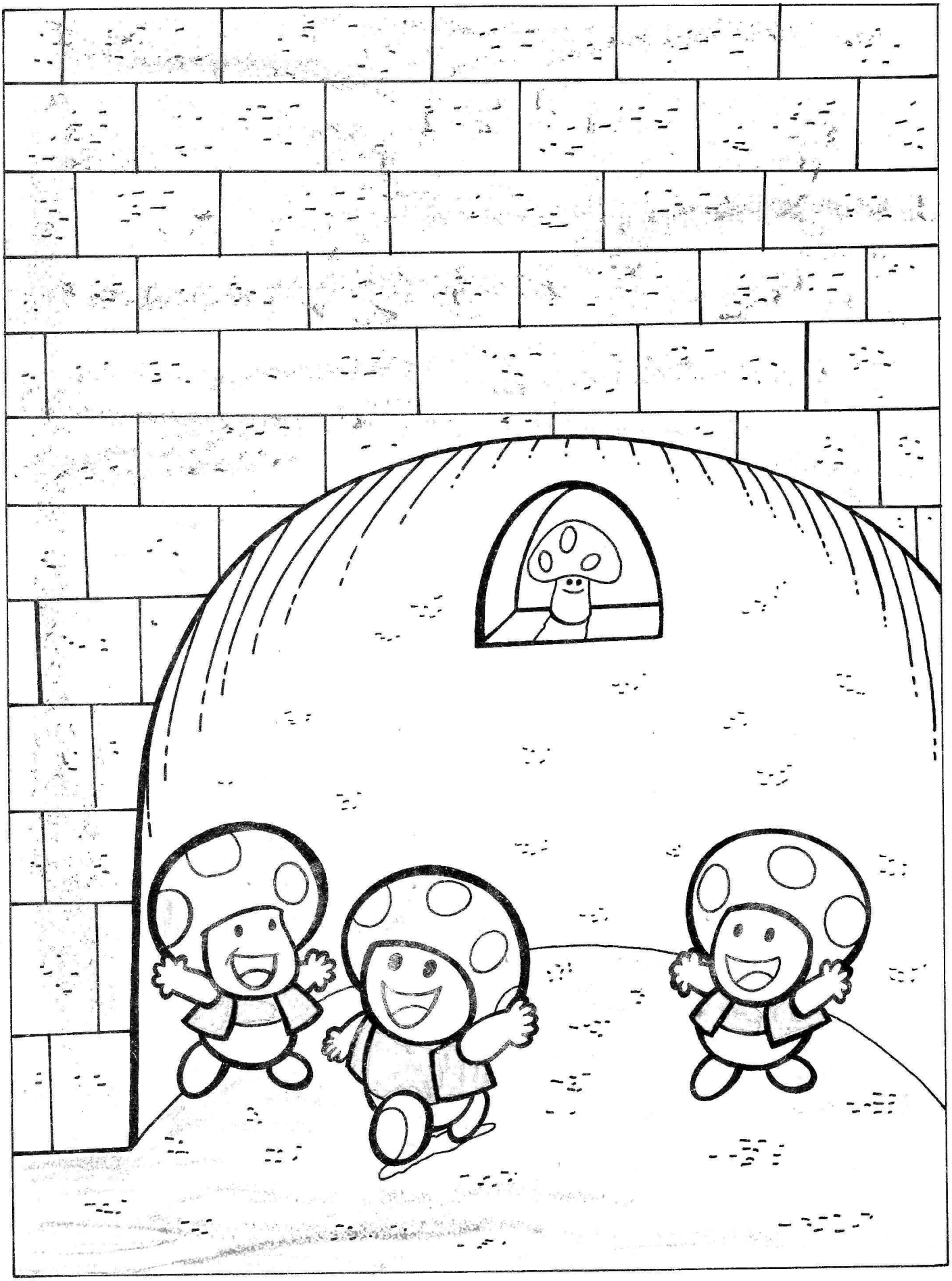
5	5	15	10	5	30	25	15
20	10	30	20	25	85	15	20
15	5	25	80	30	20	75	25
40	30	40	50	50	35	65	70
25	20	55	55	50	40	70	60
70	65	60	70	45	80	85	90
80	75	65	80	75	45	50	95
40	30	20	70	35	40	55	100





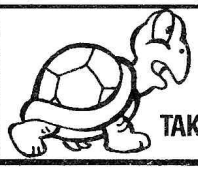
Mario has made it to the castle to rescue the Princess. Cut along the heavy black line to see who is waiting for Mario.



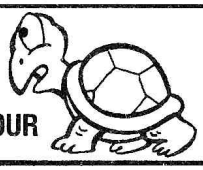


SUPER MARIO BROS.®

START



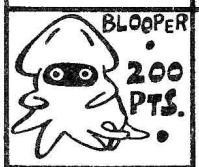
TO AVOID KOOPAS YOU MUST TAKE THIS DETOUR

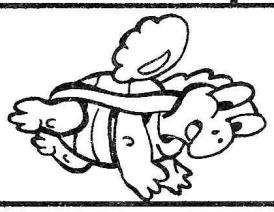


Each player places a coin in the START box. Players take turns by flipping a coin. Move 2 spaces for heads; move 1 space for tails. Move an additional space for each 100 points. The first player to reach Princess Toadstool is the winner and hero of the Mushroom Kingdom.

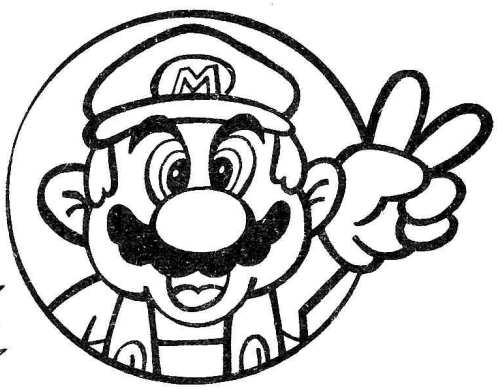
SECRET PASSAGE THIS WAY OUT!

CONGRATULATIONS, YOU JUST HAMMERED THE HAMMER BROS. PICK UP YOUR POINTS.





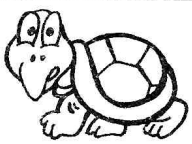
400 PTS.

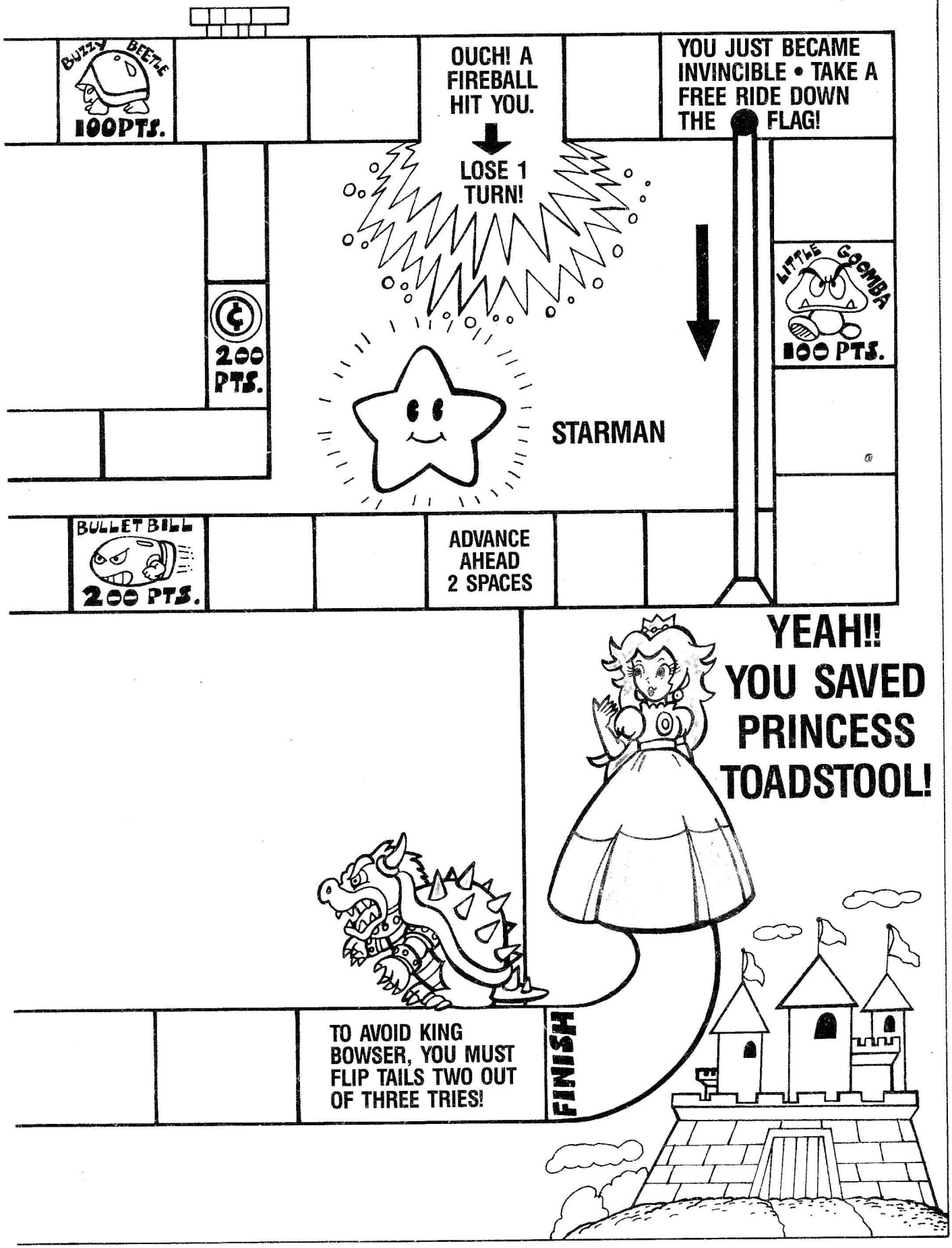


LOSE 1 TURN!

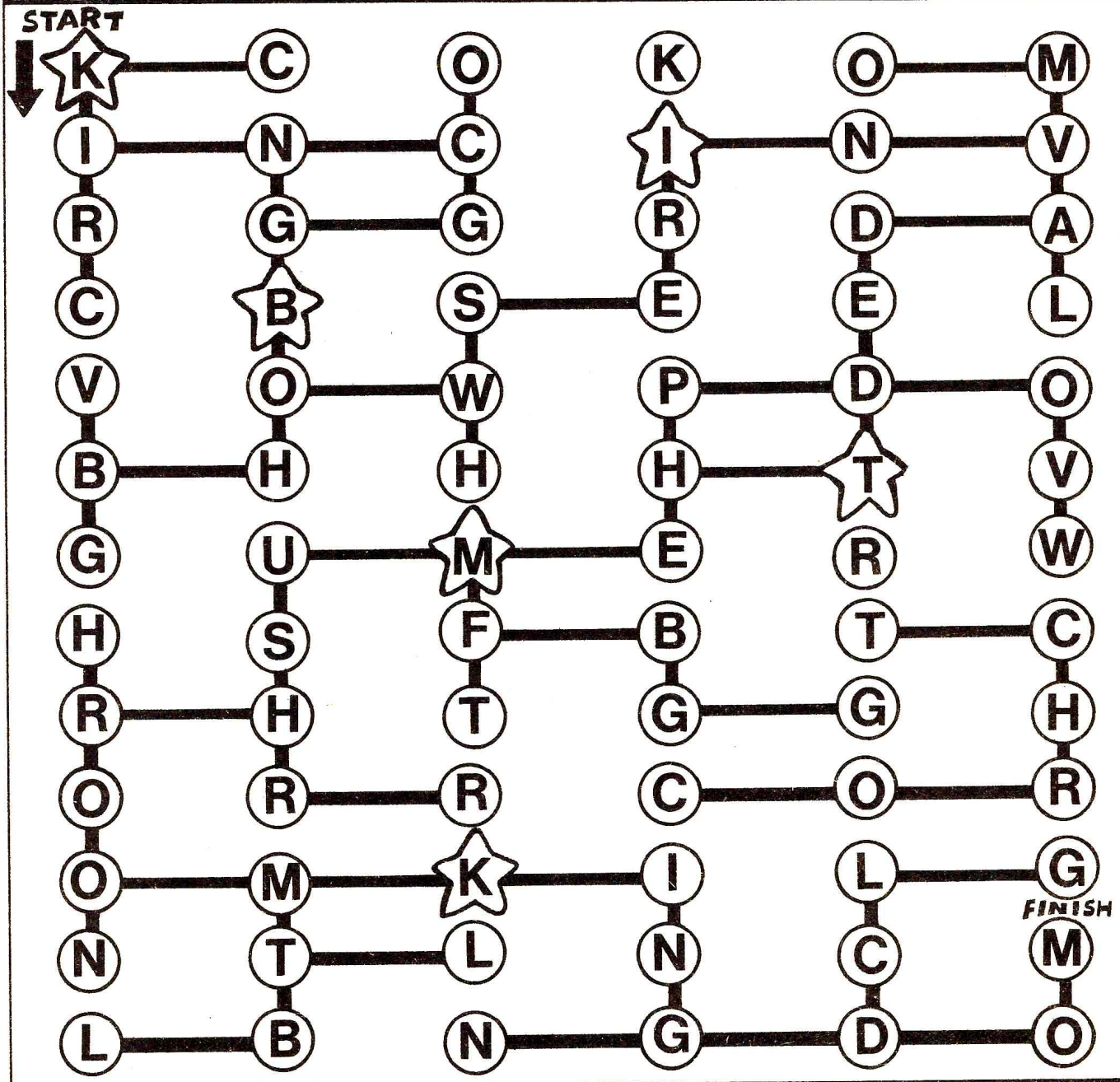
OUCH! A A FIREBALL HIT YOU!

SORRY, YOU HAVE TO LOSE 1 TURN.




BUZZY BEETLE
100PTS.
OUCH! A FIREBALL HIT YOU.
LOSE 1 TURN!
YOU JUST BECAME INVINCIBLE • TAKE A FREE RIDE DOWN THE FLAG!
LITTLE GOOMBA
100 PTS.
200 PTS.
STARMAN
BULLET BILL
200 PTS.
ADVANCE AHEAD 2 SPACES
YEAH!! YOU SAVED PRINCESS TOADSTOOL!
TO AVOID KING BOWSER, YOU MUST FLIP TAILS TWO OUT OF THREE TRIES!
FINISH

Why is Mario looking for Princess Toadstool? To find out, start with the letter K and move only to letters connected by a heavy line. The first letter of each word in the answer is within a star. After you find the right path, copy the letters on the lines below and read the answer.



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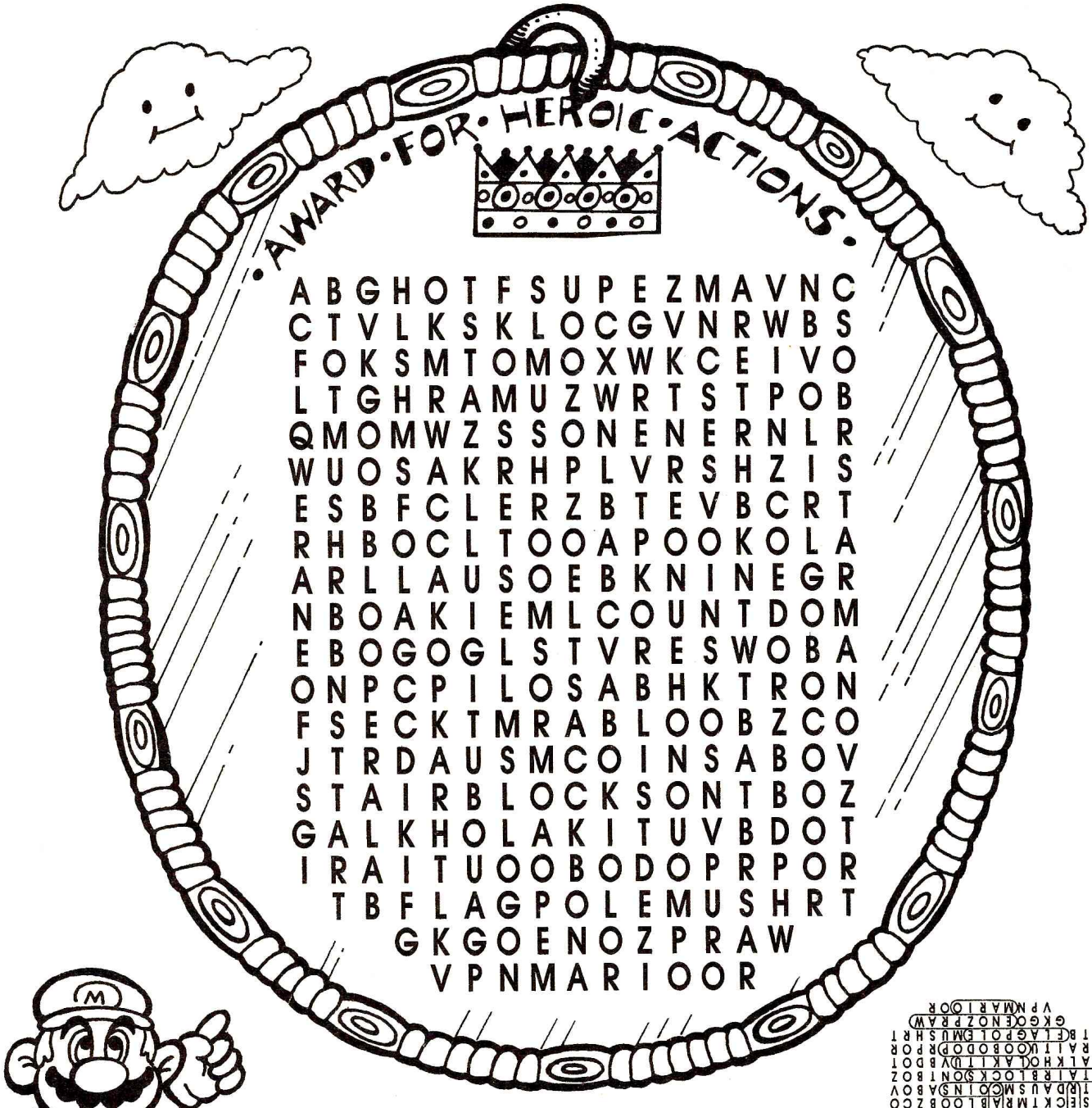
DUCK THE ENEMY

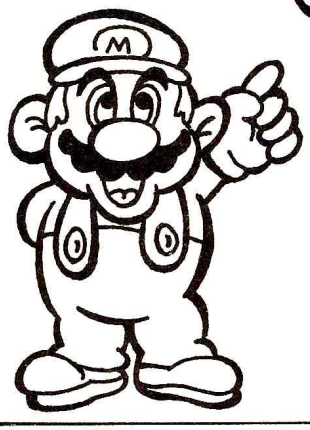
One of these enemies is headed right for Mario. Follow the line from each one to Mario to see which it is. Hurry so he can duck it!

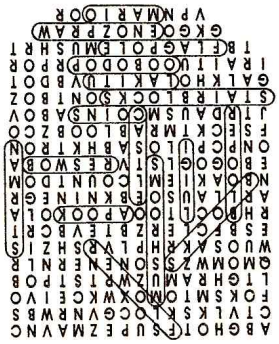
ANSWER: 2

Help Mario win this award. Look up, down, across, back and diagonally to find these hidden words.

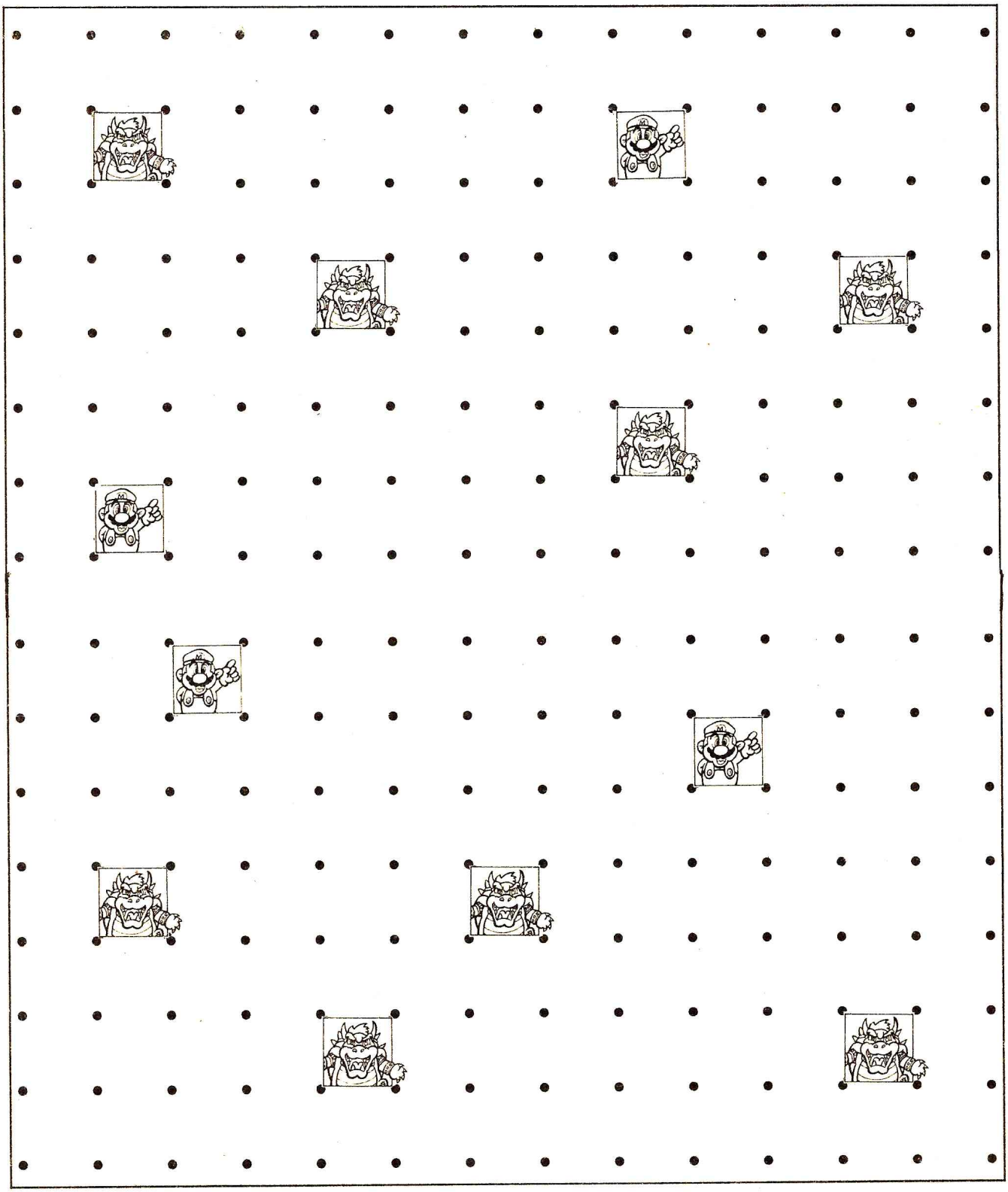
BLOCKS	COINS	LAKITU	PODOBOO
BLOOPER	FLAGPOLE	LUIGI	STAIR BLOCKS
BOWSER	FLOWER	MARIO	STARMAN
CASTLE	KOOPA	MUSHROOMS	WARP ZONE

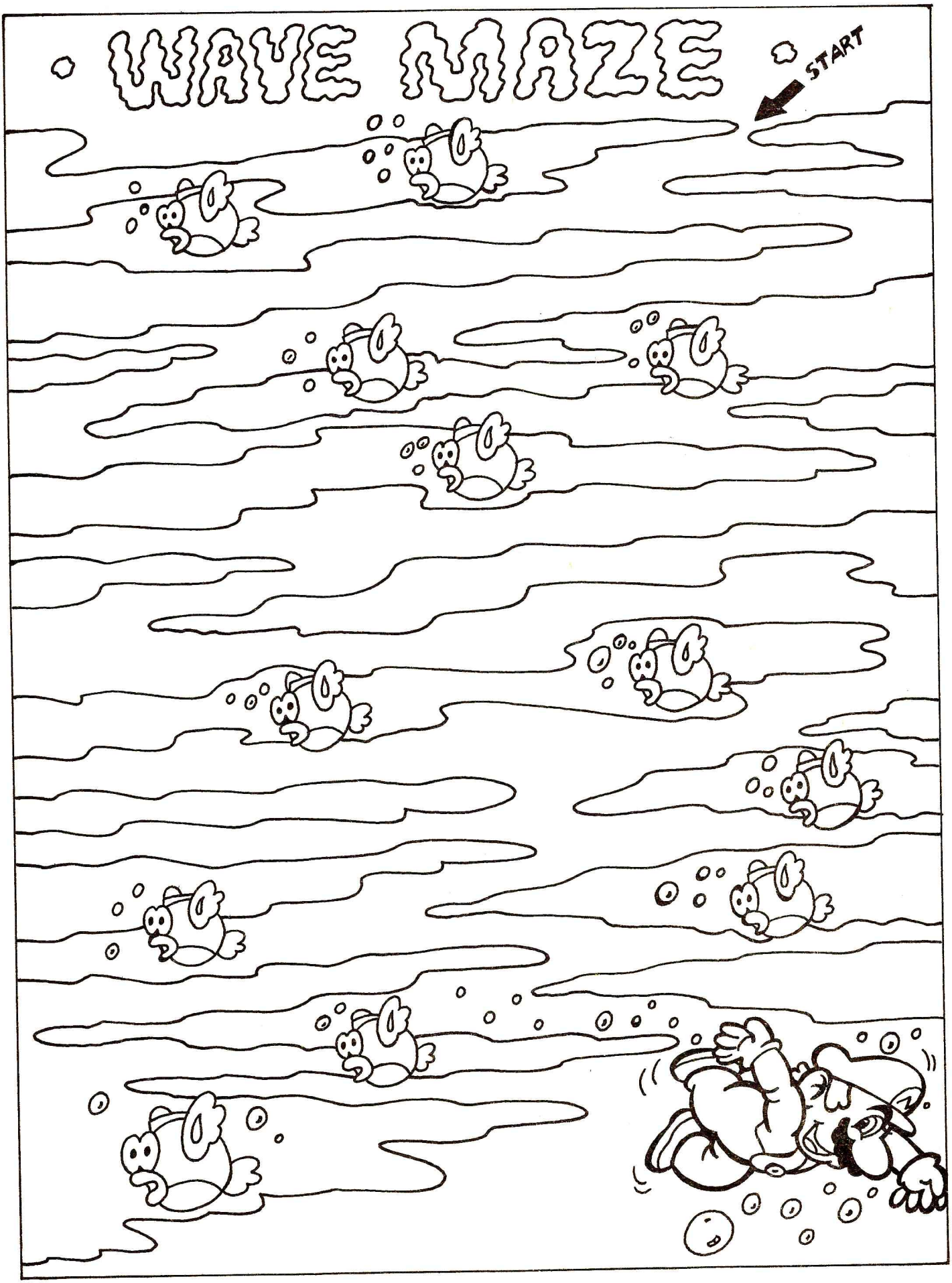






Any number of players can play this game. Take turns drawing a straight line between two dots, trying to complete a square. As you complete a square, initial it and take another turn. Count 2 points for each square with Mario in it and 1 point for each blank square. Subtract 2 points for each square with Bowser in it. The player with the most points wins.



WAVE MAZE

START